User Manual

**Welcome Page:**

Start: Click to start.

Setting: Click to the setting page.

Quit: Click to close the application.

**Settings Page:**

Preset 1: Click to use preset setting 1.

Preset 2: Click to use preset setting 2.

You can change the number in total money, user charge chance, ai charge chance box to do custom settings.

Reset: Click to reset the settings.

Confirm: Click to confirm the changes and go back to Welcome Page.

**Prepare Your Units Page:**

Click on any of the Unit button to see the details of that unit, then click on “Confirm” to add the selected unit to your unit roster. Your unit roster will appear on the bottom right once you have selected any unit. Click on any of your units, and then click on “Delete” button will refund the unit and remove it from your roster.

Once you are satisfied with your roster, click on “Next” to go to the next page.

**Prepare Your Skills Page:**

First, click on any of your unit in your unit roster which shown in the “Pick” box. Then select any skill that you want from the “Skill” box and then click on “Confirm” to add the selected skill to the selected Unit.

If you want to refund the skills you purchased, first click on the unit you want to refund the skill from, then click on “delete” to delete all the purchased skills from that unit.

Click on “Start” to the next page.

**Battle Start Page:**

Like instructed, Click on anywhere to the next page.

**Battle Page:**

Click on the unit you want to launch the attack from, then click on the enemy unit you want to launch the attack.

Then, you will have two options, if you want to use one of your charge chances to charge the enemy, click on “charge”, then the battle will begin as your unit charging towards the enemy. If you didn’t want to charge the enemy, click on “attack” to start the battle normally.

This turn of battle will end once a unit is dead, then it will become the AI player’s turn, it will play just like you did, after AI’s turn is completed, then it’s your turn to play again. Repeat this process until one player has no units left, which means defeated.

**End Page:**

Quit: Click to close the application.